

\*----- CPU NEWSWIRE ONLINE MAGAZINE -----\*  
"The Original 16/32bit Online Magazine"

from  
STR Publishing Inc.  
"

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CPU NewsWire Online Magazineâ €  
featuring  
STReport ~ Onlineâ €

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and  
An International list of private BBS systems  
carrying CPU NewsWire for their users enjoyment

> 03/16/90: CPU Newswireâ € #411 The Original 16/32 bit Online Magazine!

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-==\*\*\* ATARI FINANCES RECOVERING, NEW LYNX, PORTFOLIO DUE \*\*\*==--  
--==\*\*\* ATARI TO BLOW MINDS AT CEBIT! \*\*\*==--  
-----\*\* STR "MVP" ANNUAL AWARDS \*\*-----

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CPU NEWSWIREâ €  
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CPU/STR's support BBS, NODE # 350 invites systems using Forem ST BBS to  
participate in Forem BBS's F-Net mail network. Or, Please call # 350  
direct at 904-786-4176, and enjoy the excitement of exchanging ideas about  
the Atari ST computers through an excellent International ST Mail Network.

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> The Editor's Podium ¢

This has been a week for stories and individuals running around with their hands on their hips being defiant and generally mean to each other. Is the moon full? Sure would seem so with all the rumors flying about. Perhaps its the expectancy of the userbase in seeing Atari hang another one in their (the users) ear. CeBIT is right around the corner and most folks have already heard about the new hardware scheduled to be shown at this show in Germany. (TT?) Read about it elsewhere in this issue.

The most reoccurring thing these days is the bumpy roads leading to the Atari oriented shows this year, with a number of fine shows scheduled to take place this year, the watchword is now co-operation between all parties concerned. In this issue we take a look at how two shows are moving right along smoothly.

The bottom line, as always, is to keep the faith as difficult as it may become at times.....

Thanks for your support,

Ralph.....

HAPPY ST. PAT'S DAY!

\*\*\*\*\*

:HOW TO GET YOUR OWN GENIE ACCOUNT:

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To sign up for GENie service: Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

\*\*\*\* SIGN UP FEE WAIVED \*\*\*\*

The system will now prompt you for your information.

THE GENIE ATARI ST ROUNDTABLE - AN OVERVIEW

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The Roundtable is an area of GENie specifically set aside for owners and users of Atari ST computers, although all are welcome to participate.

There are three main sections to the Roundtable: the Bulletin Board, the Software Library and the Real Time Conference area.

The Bulletin Board contains messages from Roundtable members on a variety of Topics, organized under several Categories. These messages are all Open and available for all to read (GENie Mail should be used for private messages).

If you have a question, comment, hot rumor or an answer to someone else's question, the Bulletin Board is the place to share it.

The Software Library is where we keep the Public Domain software files that are available to all Roundtable members. You can 'download' any of these files to your own computer system by using a Terminal Program which uses the 'XMODEM' file-transfer method. You can also share your favorite Public Domain programs and files with other Roundtable members by 'uploading' them to the Software Library. Uploading on GENie is FREE, so you are encouraged to participate and help your Roundtable grow.

The Real Time Conference is an area where two or more Roundtable members may get together and 'talk' in 'real-time'. You can participate in organized conferences with special guests, drop in on our weekly Open Conference, or simply join in on an impromptu chat session. Unlike posting messages or Mail for other members to read at some later time, everyone in the Conference area can see what you type immediately, and can respond to you right away, in an 'electronic conversation'.

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> CPU REPORTâ €  
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Issue # 58  
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by Michael Arthur

Remember When....

In 1985, a company called Mimic Systems Inc. introduced a hardware Apple II+ Emulator for the Commodore 64 called the Spartan, which had 64K of RAM, several C-64 cartridge slots, and an 8-bit parallel port in one external unit (read: box), and featured "complete" Apple II compatibility for \$600.00?

> CPU Systems Roundupâ € XXV  
=====

## Apple II Push: New IIgs, Mac IIfx, and SCSI/DMA

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In an effort to revitalize the Apple II market, Apple has recently instituted many new programs, including a new, extended marketing strategy for the Apple IIgs. As part of these efforts, Apple is reportedly close to introducing a new version of the Apple IIgs. Called the ROM 04 GS (as opposed to the current IIgs, which uses Version 03 of the GS ROMs), it will feature:

- An extended 640\*480 resolution, with 4 - 16 colors out of a 4096 color palette. Also, Apple has added a Graphics Coprocessor to the IIgs, resulting in vastly increased graphics speed....
- Apple reportedly plans to use a 7 MHZ 65816 in the IIgs, as compared to the IIgs's previous chip, a 2.8 MHZ 65816 microprocessor.
- Increased 8-Bit Expansion Slot speed, and reportedly even a new 16-Bit Expansion Slot standard for the IIgs.
- GS/OS 6.0. Version 6.0 of GS/OS, the IIgs's Operating System, is rumored to have an SCSI Manager, as well as drivers for the Apple Scanner, Laserwriter 2SC, and support for Microsoft's TrueImage standard....

Apple has recently introduced a High Speed SCSI Card, which provides both compatibility with SCSI peripherals (like Apple's CD-ROM Drive) for both the Apple II and Apple IIgs, but uses DMA (Direct Memory Access) capabilities to achieve data transfer rates of up to 1 Megabit per second on the IIgs, and .5 Mbits/Sec on the Apple IIe. Cost: \$200.00.

Apple has also introduced a new set of utilities, as well as other hardware items for the Apple II line. Apple has stepped up plans to finish development of a version of HyperCard for the IIgs. However, while it is completely compatible with the Mac version, it seems that Hypercard GS now requires 2 Megs of RAM and 4 Megs of Hard Disk space. Given that this version also does an inordinate amount of disk accessing, and runs VERY slowly, Apple has decided to delay its introduction until it can take up 2 Double Sided disks (or 1.6 Megs of storage), and requires only 1.25 Megs of RAM, like Appleworks GS.

An interesting product recently introduced by Apple is MIDI Synth, a new MIDI Sequencing Toolkit for the Iigs which supports up to 16 tracks and 16 instruments at a time in stereo. It also uses up only 25K of RAM, but takes up 30 percent of the IIgs's CPU time. In addition, a MIDISynth-capable application called SynthLAB has been introduced. SynthLAB is a MIDI Sequencer which utilizes the abilities of the MIDISynth Toolkit using the IIgs's Graphical User Interface. Given the amount of support Apple is preparing for the IIgs, it seems that Apple is acknowledging that the Apple II Line, which provides \$1 billion dollars a year for them, may be becoming dangerously neglected....

Apple is also readying to introduce its new Macintosh IIfx, a new version of the Mac IIx with a 40 MHZ 68030 chip, 6 NuBus Expansion slots, and two I/O (Input/Output) coprocessors, at the NCGA (National Computer Graphics Association) Trade Show. As part of the Mac IIfx introduction,

Apple will introduce a new line of Graphics boards for the Mac II, which will use AMD's 29000 RISC chip to greatly accelerate color graphics displaying. The new Graphics Boards are expected to support the full 24-Bit (16 million colors) display capabilities of 32-Bit Quickdraw....

But ponder, if you will, these questions:

- 1) If Apple begins to actively market the Apple IIgs towards the US home/small business market, how well will it fare against the Amiga and Atari ST, in terms of both software/hardware capabilities, and general support?
- 2) Given both Adobe Type Manager's rising sales (and IBM's endorsement of Display Postscript), and the enormous amount of revenue that Adobe may lose in terms of licensing Postscript, was Adobe's decision to put Postscript in the Public Domain wise?

> CPU STATUS REPORTâ €            >>>> LATE BREAKING, INDUSTRY - WIDE NEWS <<<<  
=====

- Redmond, WA            MICROSOFT DOUBLES SHARES OF AVAILABLE STOCK

Microsoft Corp. recently announced a 100 percent stock dividend for its shareholders, in order to double the number of shares of stock presently in circulation. Microsoft will issue one additional share for each piece of stock held by its shareholders, resulting in that its outstanding nubmer of shares will increase from 56 million to 112 million shares. Two interesting things about this episode are that this type of action (more commonly known as "stock splitting") is VERY rare among computer software companies, and that it shows Microsoft's prosperous condition as a computer company. Curiously, it will also drastically increase the number of shares held by Bill Gates, one of the largest owners of Microsoft stock....

- Austin, TX            BUSINESSLAND REAUTHORIZED TO SELL COMPAQ COMPUTERS  
-----

Compaq Corp. and Businessland have reached an agreement allowing Businessland to sell Compaq's products. In February 1989, Compaq had stopped selling computers via Businessland because of allegations that it started favoring IBM's PS/2 computers after Compaq rejected Businessland's request for a deep discount on hardware. Compaq products had previously accounted for 15% of Businessland's revenue. Oddly enough, while Compaq was able to foind other ways to sell its products, Businessland had experienced great financial troubles in 1989. Given that one of the results of this was Businessland's trying to make up for lost sales by selling the NeXT Computer, and that the new Compaq/Businessland contract has no mention of additional discounts for Businessland....

- Cupertino, CA                   APPLE ANNOUNCES ONE-YEAR WARRANTY ON PRODUCTS

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In a move which has brought it great industry acclaim, Apple Corp. has decided to extend its warranties on hardware products from 90 days to an entire year for U.S. customers, who can get service from all Apple authorized dealers worldwide. Interestingly enough, Apple has also announced AppleCare, an extended service plan for "out-of-warranty" hardware products where one can purchase an AppleCare 6-Month Contract, so as to get a Half-Year Extended Warranty on all Apple products purchased after 1978....

- Frankfurt, W. GERMANY           \* CHIP MAG. READERS VOTE ZENITH Z-248 # 1 \*

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Readers of Chip Magazine, West Germany's prestigious computer magazine, have voted the Zenith Z248 as the number one business machine of the month. Following the Z248 in second place is the IBM PS/2 model 30, closely tracked by the Compaq/Deskpro 286. Fourth position is taken by the IBM XT-286 (an old favourite), followed by Commodore PC-20 and PC-30, and the Tandon PCA. Ninth position is taken by the Apple Macintosh II, which was number one in January of this year. On the home computer front, the Commodore Amiga 500 and C64 continue to hold the top two spots, whilst Atari's 1040ST and the Schneider PC1 are, respectively, in third and fourth spots.

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> MVP AWARDS CPU/STR Spotlightâ € Saying "Thanks" to the "GOOD GUYS"

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MOST VALUABLE PERFORMER

=====

CATEGORY ONE

=====

ATARI CORP.

=====

MVP CANDIDATES

-----

E. Shook  
J. Townsend  
K. Badertscher  
D. Brown  
C. Cherry

G. Johnson  
D. McNamee  
R. Brodie  
A. Pratt  
A. Salerno

#### DECISIVE FACTORS

-----

Helpful-> Factors deciding this category are;

- A) Is the candidate willing to go the "extra mile" to help the user achieve an equitable solution...
- B) Is the candidate willing to question certain policies when they appear to not be in the best interests of both the company and the user....
- C) Is the candidate straight forward and "obviously committed" to helping the user...

-----

Courteous -> Factors deciding this category are;

- A) Is the candidate capable of "keeping their cool" when facing a hostile or irritated user...
- B) Is the candidate willing to continue to try to help the user by telling themselves "the customer is always right"....

-----

KNOWLEDGABLE -> Factors deciding this category are;

- A) Is the candidate willing to share his knowlege in the true principle of sharing knowlege...
- B) Is the candidate always "ready willing and able" to offer explanations and help regardless of his/her candidateal attitudes...
- C) Is the candidate able to reach a "higher authority" easily to obtain information not readily accessable..

-----

SINCERITY -> Factors deciding this category are;

- A) Is this candidate treating all users equally, offering help to all the users to the best of their ability...
- B) Is this candidate held in high regard by the users for keeping his/her word and does this candidate take pride in keeping promises...
- C) Is this candidate willing to speak their mind instead of feeding the users the "company line" of usual pabulum..
- D) Is this candidate using the priciples of fair play and honest dealings as a guideline...

- E) Is this candidate always "up front and on the line" with the users...
- F) Is this candidate willing to bring user suggestions to the higher ups in hopes of having the suggestions considered..

\*\*\*\*\*

AND THE WINNERS ARE:

First Place :	BOB BRODIE
Second Place :	D. MCNAMEE
Third Place :	E. SHOOK
Fourth Place :	CHAS. CHERRY

Actually, all the candidates are winners. As a result of the extraordinary efforts of Bob, Elizabeth and Dan, everyone at Atari may enjoy basking in the lights of the winner's circle.

\*\*\*\*\*

MOST VALUABLE PERFORMER  
=====

CATEGORY TWO  
=====

DEVELOPERS  
=====

MVP CANDIDATES  
-----

Fast Technology	Blue Chip Software
Gribnif Software	Spectrum Holobyte
Strata Software	Maxwell
Practical Solutions	Regent Software
ISD Marketing	Timeworks
MichTron	Intersect
Talon Technologies	MegaMax
Soft-Logik	Avant Garde
Migraph	Codehead Software
Word Perfect	Gadgets by Small
Image Systems	Imagen
Little Green Footballs	Soft-Trek
Branch Always	Neocept



## DECISIVE FACTORS

-----

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- A) Is the candidate willing to go the "extra mile" to help the caller achieve an equitable solution...
- B) Is the candidate willing to question certain policies when they appear to not be in the best interests of both the company and the user....
- C) Is the candidate straight forward and "obviously committed" to helping the user...

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-----

SINCERITY -> Factors deciding this category are;

- A) Is this candidate treating all users equally, offering help to all the users to the best of their ability...
- B) Is this candidate held in high regard by the users for keeping his/her word and does this candidate take pride in keeping promises...
- C) Is this candidate willing to speak with the users and maintain a positive presence in the marketplace in support of the products they provide....
- D) Is this candidate using the priciples of fair play and honest dealings as a guideline...
- E) Is this candidate always "up front and on the line" with the users...
- F) Is this candidate willing to accept user suggestions in providing updates for future releases.

And the winners are:

Commercial Group  
: : : : : : : : : : :

General Use  
=====

First Place : CODEHEAD SOFTWARE  
Second Place : A&D SOFTWARE  
Third Place : PRACTICAL SOLUTIONS  
Fourth Place : MICHTRON

Creativity  
=====

First Place : ISD MARKETING  
Second Place : SOFT-LOGIK  
Third Place : MICHTRON  
Fourth Place : MIGRAPH

Special Use  
=====

First Place : FAST TECHNOLOGY  
Second Place : GADGETS BY SMALL  
Third Place : SOFT-TREK  
Fourth Place : BRANCH ALWAYS

Shareware Group:  
: : : : : : : : : : :

General Use  
=====

First Place : LITTLE GREEN FOOTBALLS  
Second Place : G.A. Szekely ARCIT  
Third Place : M. Street FILESPY  
Fourth Place : G. Steffens GEMINI

Creativity  
=====

First Place	: SaraWare	DISKCAT
Second Place	: C. Lung	SHEET
Third Place	: J. Brochu	SLIDESHOW
Fourth Place	: C. Daymon	CONVERT

Special Use  
=====

First Place	: G. Sothan	AUTOSORT
Second Place	: H. Hugh	SCODESAV
Third Place	: L.E. Pulley	MEGAMATIC
Fourth Place	: S. Guber	CDK FONTS

Public Domain Group  
::::::::::::::::::::

General Use  
=====

First Place	: D. Waynren	ARC 6.02
Second Place	: J. Webb	LHARC-ST
Third Place	: G. Woodside	VKILLER
Fourth Place	: J. Eidsvoog	TOPDOWN

Creativity  
=====

First Place	: C. Walters	IMAGE CAT
Second Place	: J. Corey	2COLUMNS.LZH
Third Place	: C. Daymon	Manual Maker
Fourth Place	: L. Novak	DCOPY

Special Use  
=====

First Place	: J. Ness	QUICK CIS
Second Place	: M. Vedermann	DC SHOW-IT

Third Place : G. Meyer AREACODE  
Fourth Place : A. Hamilton XYZ143.TTP

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> TURBO ST 180 CPU/STR InfoFileâ ¢ An overview of the new goodie!  
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This is a brief description of some of the enhancements that have been made to the 1.8 release of Turbo ST. More details along with complete application benchmarks will be available shortly. We expect to process all back orders and updates this coming week.

#### I. FASTER SPEED

- A. Many existing Turbo ST VDI, GEMDOS, and BIOS replacement routines have been updated or completely rewritten for additional speed.
- B. To further speed applications, many other routines such as the VDI inquire and attribute functions and Line A routines have now been replaced.
- C. For example, the time to page and scroll through a 9012 byte document using Word Writer ST 2.0 on an Atari ST with TOS 1.2 and a color monitor was as follows:

	stock 1040 ST	stock Mega ST	1040 ST with Turbo ST 1.6	1040 ST with Turbo ST 1.8
page	11.5 sec	9.2 sec	8.0 sec	6.7 sec
scroll	67.2 sec	48.5 sec	43.0 sec	34.1 sec

#### II. MORE GRAPHICS SUPPORT

- A. Polygon and diagonal line drawing in all screen resolutions.
- B. Polygon fills in all screen resolutions.
- C. Icon and pixel drawing in all screen resolutions.
- D. High speed circle drawing on monochrome and Moniterm monitors.

#### III. ADDITIONAL TEXT SUPPORT

- A. The tiny 6x6 font is now drawn in all screen resolutions.
- B. Colored GEM text is now speeded up in medium resolution.
- C. Custom GEM fonts as used by Font Tricks are now speeded up.
- D. Bold face text on monochrome and Moniterm monitors is speeded up.

#### IV. ADDITIONAL FEATURES

- A. Versions for large screen Monitorm monitors have been added.
  - B. Both auto folder and desk accessory versions are included.
  - C. Turbo ST's use of the blitter will always match the Desktop's state.
- 

> WOA ANAHEIM STR FOCUSâ ¢      The show must and will go on!  
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WORLD OF ATARI SHOW -> ANAHEIM, CA.  
=====

WORLD OF ATARI  
=====  
APRIL 7 & 8 1990

WORLD OF ATARI will be held at the Disneyland Hotel, Anaheim California, on April 7th and 8th. For Reservations, Car Rentals and Airline tickets, call: 1-800-842-9034. The hours of the show are 10 am till 6pm on Saturday, the 7th and on Sunday; 10am till 5pm. Admission is \$5.00 per day or \$7.00 for both days.

Atari Corporation will feature their full line of products. And of course, many of the companies we are all familiar with will be displaying their latest products.

Exhibitor Listing;  
-----

Atari Computer	Best Electronics
Beckemeyer Development	Brumeleve Software
Carter Graphics	Blue Chip Software
Computer Games +	Codehead Software
Double Click Software	BRE Software
Gribnif Software	Soft-Logik
Gadgets by Small	DataFree Industries
FAST TECHNOLOGY	ICD INC.
JRI Inc.	ASDE Software
Imagen Corporation	LucasFilms Software
Maverick Creations	Migraph Inc.
Megamax Inc.	MichTron Inc.
Mid-City Compu-Soft	Micro Creations
Prospero Software	Sierra Online
Seymor/Radix	Slicc Software
Softrek Marketing	San Jose Computer
Talon Technology	Word Perfect Corp.

Wuztech Inc.  
Strata Software

Sprokits Computer  
STV  
Zubair Interfaces

plus many more...

<\*- SPECIAL OFFER -\*>

for the readers of CPU NewsWire/STReport

ST WORLD MAGAZINE has offered to the readers of our humble offering, an opportunity to enjoy their monthly publication, featuring such notables as Dave Small, Dr. Dave Brewton, Joe Speigel, Earl Hill, Bob Mulholland, George Miller, Milt Creighton, Brian Miller, Mike Rosen and of course, Larry Payne and Charlie Young.

For a limited time only, the readers of STReport may subscribe to ST World Magazine for the low, low price of \$12.00 (REG \$18.00!) per year. To take advantage of this offer, you must include the name STReport in your subscription form. Or, use the one provided below:

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-----(clip)----

Make your reservations early!

The Disneyland Hotel call:  
1-714-956-6400 for your reservations....

\_\_\_\_\_

> DynaCADD 1.7 CPU/STR Reviewâ € When only the Best will do.....  
=====

DynaCadd Vs AutoCad  
=====

by Myles Goddard

This installment will go into the comparison of DynaCadd and AutoCad using a simple drawing of a double sided box. The setup of each program is somewhat different from each other even though they both achieve the same results. Remember that AutoCad version 10 needs a math co-processor to run at all. DynaCadd runs just fine without one but for more complex drawings, it wouldn't hurt to have one. AutoCad's display needs to be configured to your system type and set up. Since most people do not have math co-processors or super high resolution monitors, I will not be going too much into detail about AutoCad's Drop Down Menu System. Your monitor and video card must be capable of supporting the Version 10 enhancements otherwise no matter how many times you hit the top of the screen, the menus will not drop down for you. Since most users of IBM's have a minimum of EGA (640 x 350) or enhanced EGA (640 x 480) we will stick to those resolutions. I am running Super VGA with screen resolution of 1024 x 768 although I prefer using 800 x 600 most of the time. Let's get started with our new drawing- The BOX.

At the Main AutoCad Menu, we need to select #1, to start a new drawing. It will prompt you for the drawing name so in our case we will select, The BOX. It will draw the work area for you and display the side menus and the command line area at the bottom of the screen. Here's what we do first -

Select Setup -	Loads setup options
	Select UNITS from screen menu
	Select ARCHITECTURAL
	Select SCALE
	Select 1/8" = 1'
	Select PAPER SIZE
	Select A 8.5" x 11"

-----  
Select Settings -

Drop Down Menus	Side Menus
Select Drawing Aids	Loads Settings menu
Can select SNAP, GRID	Select GRID, SPACING & SNAP
AXIS, VIEWS, etc by	Select 1" GRID
clicking mouse over	Select Linetype
desired option.	Submenu appears-
Modify Layers	?/create/load/set

Lets you name layers		Load CONTINUOUS linetype
assign linetypes, styles		Select Limits (borders, etc)
colors & sets current		
layer attributes		

-----

Before we finally begin, we need to make a couple of more key adjustments to make our drawing easier to work with. We access these by using the function keys.

They are-

- F6 - This is the COORDINATE on & off toggle
- F7 - This is the GRID on & off toggle
- F8 - This is the ORTHO on & off toggle
- F9 - This is the SNAP on & off toggle

Now we are ready to begin our doghouse. We have selected the color red for our drawing color. Remember that with AutoCad, you can have up to 255 colors and DynaCadd for the ST is monochrome only. Here we go.....

Step 1.            LINE -    from point - 7'0", 12'0"  
                                  to point - @4'<0  
                                  to point - @3'<270  
                                  to point - @4'<180  
                                  to point - C

\* Hitting C will close the rectangular shape.

Step 2.            ZOOM -    Window  
                                  1st corner -    6'0",13'0"  
                                  other corner - 12'0",8'0"

\* This zooms in so we have a better view of our working area.

Step 3.            DRAW -    To make our outside walls we need to offset the inner walls to a specified distance.  
                                  Select DRAW from side menu, go down the column to OFFSET, select.

OFFSET - Offset distance - input 3"  
                                  Select object to offset.  
                                  Select each line of your inner walls. Choose side to offset.  
                                  Repeat for each side of doghouse.

Step 4.            FILLET - To connect your outer walls to each other. Exit DRAW menu, return to main side menu, select EDIT. Move down to FILLET. Select FILLET radius 0. Hit return to repeat fillet command. Select top line



and right vertical line. Hit return and they will connect. Repeat sequence to connect the remaining walls.

- Step 5.            REDRAW - Drawing is full of Blip marks so we need to redraw the screen to remove them. Type REDRAW clean up the screen.
- Step 6.            CHANGE - We want to change the thickness of our walls so they will be 2'5" tall. Go to the Main Side Menu and select EDIT. A submenu appears will appear. Select CHANGE. A list of options will appear. The Command Menu at the bottom of the screen will prompt you to select objects you want to change. Move the cursor to every "wall" on the screen and click the mouse button. Hit return. Then select the option THICKNESS. The Command menu will display the old thickness, which is in our case is 0'0". Input 2'5". Hit return again and even though you can't see a difference yet, the change was indeed made.
- Step 7.            VPOINT - This step is an option but gives pleasing results to view your drawing from an angle other than from above. Go to Autocad side menu again and this time go to DISPLAY. A submenu appears with the option VPOINT showing. Select VPOINT and hit the return key. The screen will change and show a rotating figure with X,Y & Z axes. Move the mouse and the figure will rotate. By doing this you can view from any angle, above or below the horizontal plane.
- Step 8.            HIDE - After completing step 7, you are presented with your box viewed from above and to the right of your drawing origin. It appears that you have X-ray vision because you can see through the walls! If you want to see what your BOX will look like in a more realistic way, select the HIDE command. This will redraw your drawing and show only the lines that would be visible in real life.

This is a small demo to show what it takes to draw a small box with Autocad. The next installment will cover the procedures needed to draw the same box drawing, except using DynaCadd 1.7. Both programs are extremely powerful and accomplish any task assigned to them, therefore we will not go into the advanced features, such as the 3D and Autosshade, in this series of reviews.

Until next time.....

---

> Stock Market ~ CPU NewsWireâ€¢ Watchin' those Schekles grow!  
=====

THE TICKERTAPE  
=====

by Michael Arthur

Concept by Glenn Gorman

On Monday, Atari stock went up 1/8 of a point, and up 1/8 of a point on Tuesday. It stayed even on Wednesday, and went up 3/8 of a point on Thursday. Atari stock dropped down by 7/8 of a point on Friday. Finishing up the week at 6 3/4 points, Atari stock has stayed even since the last report.

Apple Stock was up 3 1/8 points from Friday, March 5, 1990.

Commodore Stock was up 1/4 of a point from 3/02/90.

IBM Stock was up 1 5/8 points from 3/02/90.

Stock Report for Week of 3/05/90 to 3/09/90

STock Reprt	Monday		Tuesday		Wednesday		Thursday		Friday	
	Last	Chg.	Last	Chg.	Last	Chg.	Last	Chg.	Last	Chg.
Atari	6 7/8	+ 1/8	7	+ 1/8	7	----	7 5/8	+ 5/8	6 3/4	- 7/8
									303,300 Sls	
CBM	9	+ 1/2	9	-----	8 7/8	- 1/8	8 7/8	----	8 3/4	- 1/8
									40,200 Sls	
Apple	34 1/2	+3/4	35 1/4	+3/4	35 3/8	+1/8	36 3/4		36 7/8	- 1/4
							+1 3/8		2,057,800 Sls	
IBM	105	+ 1/8	105 3/4	+3/4	105 1/2	-1/4	107	+1 1/2	106 1/2	-1/2
									1,750,800 Sls	

'Sls' refers to the # of stock shares that were traded that day.

'CBM' refers to Commodore Corporation.

'-----' means that the stock's price did not change for the day.

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> ATARI SHOWS CPU/STR SHOW NEWSâ €      Organized or Disorganized?  
=====

ARE THERE NO LESSONS LEARNED FROM EXPERIENCE?  
=====

by R.F. Mariano

Why must the attractions that please the Atari community always wind up involved in one controversy or another? Is the feeding of egos the singular most important activity centered around these shows? Must they seemingly all have scheduled THEIR dates first? Are the organizers or promoters all required to have their own little following of groupies who seem to do their bidding.. good, bad or indifferent? Must we be subjected to this sort of thing year in and year out? I know, all questions and no answers. Isn't that always the case? This year is exceptional in the amount of garbage flowing through the rumor pipeline. This is the main reason for this article. To try and kill these rumors before they do any damage.

Below, we present the initial notice (official) of this year's upcoming WAACE (OCT 6-7) show, this notice was circulated last December. Certainly, these folks gave enough advance notice to make sure that another show would not be planned right on top of this one.

We find that the Glendale show (SEPT 15-16) is "kind of close" but perhaps not too close (commented by a few observers).. even though most folks with experience in the show circuit seem to think a month apart is still too close. When John K. Tarpinian (co-ordinator of the Glendale Show) was interviewed, he pointed out that there had never been an adverse effect to any of the shows on the east coast by the close proximity of dates and expressed that he felt that would be the case this year too. The dates for this show were given to Atari last year when we cancelled our '89 show and we are scheduled for SEPT 14-15 1991, he said. When we called and spoke to the folks at WAACE they felt that they would rather not say anything negative. We congratulate them for being gallant.

While we feel the spirit and intent in scheduling the Glendale dates was wholesome and above reproach, it would appear that true co-ordination between the two groups was definately lacking. We tried to find explicit date information posted by the west coast group that preceeded the east coast group to no avail. While the old adage of "who announced the dates first" means little or nothing, the bottom line remains, the two landmark shows are scheduled far to close to each other. It is quite clear that

Atari is committed to supporting both of these great shows because of their popularity and of course, the timing and locations of both shows.

If the two main shows (in our humble opinion) had been scheduled further apart, the users would not be torn between attending either one or the other, they may very well have attended both. As an aside, we have heard from a number of developers, big and small, who have mentioned the sheer expense and problems of operating their business' and attempting to attend both shows with them scheduled so close together. Hopefully, this year these two shows will be the lone exception to the "unwritten rule" of thirty days or more between shows. It really is a shame, seeing these two fine shows scheduled so close together. Oh well, such is life... Besides which the bottom line here is to support the efforts of these fine Usergroups in making these shows first class successes.

WAACE/Fall'90 CPU/STR SHOW NEWS      WAACE, Showcase of the East  
=====

Reprint from STReport 119 (12/22/89)

#### WAACE AtariFest/Fall '90

The AtariFest planning team of the Washington Area Atari Computer Enthusiasts is busy working to make the 1990 event the best ever.

THE DATES AND SITE FOR 1990 HAVE BEEN SET:

6 AND 7 OCTOBER, 1990 AT:

THE SHERATON RESTON IN RESTON, VA.

This modern, attractive conference facility offers plenty of nicely arranged space for exhibits, demonstrations, seminars, and hospitality. Pricing for vendor space is being determined, and arrangements for setup are being made with a professional exhibit firm.

Conducting the show in a hotel will allow longer show hours on the two days and increased opportunities for demonstrations and seminars. Exhibitors and out of town visitors will find the in-hotel location far more comfortable and convenient.

The decision to use commercial space was partly determined by the end of our partnership with Fairfax County Public Schools Office of Adult and Community Education and partly by our own desire to afford vendors and visitors a better show.

Potential exhibitors should expect to receive information packets during February. We will need financial commitments from participants soon thereafter in order to conduct a suitable promotional campaign.

This change of approach will bring the cost of the WAACE show more into line with similar Atari shows. In order to keep costs within reason we will need strong support from the entire Atari community.

We are making this announcement at such an early date in order to give everyone a chance to organize their schedules. We hope that all of you will help us to make this event an enjoyable experience for all East Coast Atarians.

Further information on this subject can be obtained by contacting the WAACE Chairman;

Mr. John D. Barnes

301-652-0667

GEMail to J.D.BARNES.

Watch for new contact names in mid January.

Note the above bracketed notice is a  
Reprint from STReport 119 (12/22/89)

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> PCD2 AH-HA! CPU/STR FOCUSâ € Limited success but getting better...  
=====

ctsy GENie Atari ST RT

R.AMBLER posts;

I received my PALS on Friday the 9th, installed them, and after doing the continuity check on the connector, I was able to bring up PC ditto II on the first try. Its everything Avant-Garde claimed it would be, and after I use it a while, I'll probably find that it's even better. This is a great product, and is well worth the wait.

I have an Atari 1040 rev D, and although it was a tight fit, I was able to install the board internally. After removing the center post for the keyboard and the rf shield, I installed the board between the power supply and the disk drive with the connectors toward the back. The board should located just in front of the case mounting hole which is next to the power supply. The small metal box in the center of the motherboard has little metal tabs which should be bent down so that they do not cut through the insulating pad. The connector cables required three bends each (two 45 degree and one 30 degree) and actually end up helping support the keyboard.

If I can be of any help, let me know.

Bob Ambler

J.DEDAY posts;

I received my MEGA back from the service center today with PC-D II installed, the clip is solidered to the 68000. Th dealer is telling me that it is a good connection! The problem is it locks up at the starting DOS prompt! I removed the two PAL chips and I'm sending them back today.

Has any one with a rev. 4 MEGA 2 ST got PC-D II running?

Jeff DeDay  
(J.DEDAY)

D.DEBENEDICT posts;

Another failure!!! Got my new pals and tried it out. After several attempts to install PC DITTO II I got it to boot!!! Great, I thought To bad it does not run any programs correctly except one--PREP. It even failed to run XTREE and LOTUS 123. I am going to leave a message to AG, and if I do not get a response, look for one more person asking for his money back.

L.LOE posts;

For those of you who got the new PALs in and still lock up at the DOS prompt. I repositioned my PCDII and got locked out. I then tweaked everything and put the connector back on the 68000...no go! Finally in frustration I pressed real hard down on the connector and it popped down firmly on the 68000. Hooray it works again. Maybe that is all that is wrong with yours.

Good Luck!  
Larry Loe

BOOJIBOY posts;

JEFF.W, I am sorry to hear that A-G won't be attending the WOA show, but I would prefer them straightening everyone's problems so that when the next show comes around they can proudly display their wares. In the meantime, I am enjoying PCD2. I don't know if it was the PALs or the IMP GLUE chip that I replaced. All I know is that when I replaced them and it still didn't boot it became obvious that it was the connection with the clip. I bet 90% of the problems are connection related. I cannot stress enough to use lots of TWEAK.

Without soldering, my clip is on rock solid. For those interested, I have a Mega ST2 with 2 megs, Rev. 5 board, and it came with the infamous daughterboard on top of the 68000 processor. I desoldered the daughterboard and soldered it to the top of the clip. Everything works fine. Now if A-G will upload their software blitter fix, I can at least get most of the programs that use the blitter up and running. Also, since the connection was perfected, my Spectrum pictures look fine.

J.DERRICK posts;

To AVANTEGARDE It's great to hear all these success stories. I'm still waiting for my PCD II to arrive. SN is 024351. Called you about a month ago and I was told it'd be another week. My patience is wearing thin. Please ship it.

Charlie

J.KARP posts;

hello again... Well I still haven't been able to get my PC DITTO II board to work correctly. I had Curtis Rubel come over today with his board, which is known to work, and still a no go. I have checked continuity on the 68000 more times than I care to remember, and desoldering the clip at this point would be a nightmare.... I have 1040 ST. The 68000 is under the keyboard, but I have left left the keyboard to one side, but still no go! Could anyone tell me if there would necessarily be any signs, other than PC D2 failing to boot which would visualize if the driver chips needed to be replaced? My 1040ST has two LS373's, which the manual says should be switched, but I know that Dave Small said that only the SGS versions were trouble for SPECTRE GCR. My chips appear to be MOTOROLA LS373's. If these chips did need to be replaced, would there be any other signs? My computer works fine in every way, except for running PC DITTO, which locks up while reading my DOS 3.3 disk. DOS 2.1 reads in fine, but programs act a bit flaky... I will replace these chips if it will help, but since everything else is working, I'd only want to swap them out as a last resort as my soldering skills aren't the greatest. ADVICE PLEASE !!!

John Karp

R.LOWREY

at 00:35 CST

Well, I got my PALS today and it is a no go...I have a 1040 with 4M New Technologies upgrade...get to the "insert DOS disk" and it dies like before...I have TWEEDed the S\*\*T out of EVERYTHING and screwed around with the "clip" for about 2 hours with the same results... Not completely giving up...my friend & I will go and try to install it on 2 other machines this weekend (stock 520 and modified 1M 520) and see if it works on either one...no IMP chips in my machine... Hope it does work, but it is looking pretty dim right now...

Robert L.

GWULRICH posts;

The following is a list of programs I have successfully run using PCD2, with no problems. LOTUS 123 - HARVARD GRAPHICS - MAGIC PC (data base language) - MATH CAD - PK, PKX, AND ZIP ARC - PRODESIGN 2 - QUICK BASIC 4.5 - QUICKEN (home acct'g) - DIRECTORY MAGIC - PCTOOLS 5.5 - XTREE PRO - 688 SUBMARINE GAME - TETRIS - C SHOW - and several PD programs. PCD2 is more than AG said that it would be, and I am quite pleased. (I just wish they would have said something early on about the RF shield being unnecessary as the sharp edges of the RF shield did penetrate and damage the flat cables).

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> NEW SOFTWARE CPU/STR OnLineâ ¢ Europe entertains the world...  
=====

Conf : Atari ST/Mega  
Msg# : 4758 Lines: Extended Read: 1  
Sent : Mar 10, 1990 at 8:14 AM  
To : ALL  
From : THE WANDERER at \*Share Wares California\*  
Subj : Updated Gamers list

This is a list of games EXPECTED to be released soon for the Atari ST according to the European ST magazines. Yet more proof that the European market is keeping us alive. Without it, the ST would be as obsolete as a TI 99.

Editor Note:

While agreeing the new software raises the awareness level for the ST, we certainly do not agree that the ST is obsolete without "games" from Europe. The important thing to take notice of is that the European programmers see the ST and an excellent vehicle through which to sell their software. Why is easy, you see, they have a larger installed user base at this time. Now once Atari US begins its sales through the mass marketers and provides the US market with the STE units and of course, Stacy, we shall see the "grand transformation" in the states also.

TITLE OF SOFTWARE =====	PUBLISHER/DISTRIBUTOR =====
ACE	Artronic
Abrams Tank Simulator	Microprose
Adidas' Golden Shoe (soccer)	Ocean
Alien Legion	Gainstar
Ancient Art of War	Broderbund
Anti-terrorist Mission	Artronic
Aquaventura	Psygnosis
Atomic Robokid	Activision
Attack Football	Software Studios
Back to the Future II	Imageworks
Barbarian II	Psygnosis
Basketball	Mindscape
Battle Command (Carrier Command 2)	Ocean
Battle of Britain (Finest Hour)	Lucasfilm
Betrayal	Rainbird
Blade Warrior	Image
Blue Angels	Accolade
Bruce Lee Lives	Mindscape
Cabal	Ocean
Cadaver	Imageworks
Carthage	Psygnosis
Castle Master	Domark
Centiblast	Gremlin
Champion Boxing	Alternative
Cloud Kingdoms	Logotron
Code Name: Ice Man	Sierra



Combo Racer	Gremlin
Conflict	Mastertronic
Conquest of Camelot	Sierra
Conspiracy	Accolade
Crackdown	US Gold
Crazy Bikes	Titus
Creepy Crawly	Audiogenic
Cyberball	Tengen
Cycles	Accolade
Damocles	Novagen
Debut	Pandora
Defender of the Ground	Logotron
Delta Armalyte	Thalamus
Deuteros	Electric Dreams
Dominion	Mission Software
Don't Go Alone	Accolade
Dragon Breed	Activision
Dragon Flight	Grandslam
Dragon's Breath	Palace
Driftlands	Electric Dreams
Drivin' Force	Digital Magic
Dynamic Bebugger	Mirrorsoft
Dynasty Wars	US Gold
ED	Infogrames
East vs. West Berlin	Rainbow Arts
Elite II	Rainbird
Elvira, Mistress of the Dark	Horrorsoft
Epoch	Microprose
Escape from Planet/Robot Monsters	Tengen
Exodus	Electric Dreams
F-15 Strike Eagle II	Microprose
F-19 Stealth Fighter (F-117)	Microprose
F-29 Retaliator	Ocean
Fallen Angel	Screen 7
Firestone	Psygnosis
Flash Dragon	Psygnosis
Flight of the Intruder	Spectrum Holobyte
Freeway Rider	Audiogenic
Fright Night	Microdeal
Ghosts'n'Goblins (the original)	Elite
Gold Runner III	Microdeal
Gore	Psygnosis
Grand Prix Curcuit	Accolade
Gravity	Imageworks
Grimblood	Mastertronic
Guardian Moons	Microdeal
Guns and Butter	Mindscape
Harley Davidson	Mindscape
Hawk	EA
Heatwave	Accolade
Herakles	Gainstar
Heroes Quest	Sierra
Horse Racing	Mindscape
Hot Rod	Activision
Hoyles Book of Games	Sierra
Hunter Killer	Mastertronic
Hyperforce	Addictive
Imperium	EA
Infestation	Psygnosis
Interceptor	SSI

It Came from the Desert	Cinemaware
Ivanhoe	Ocean
John Elway's Quarterback	Mastertronic
Judge Dredd	US Gold
Kid Gloves	Logotron
Killing Game Show	Psygnosis
Knights of Legend	Origin
Last Star Ship	Impressions
Leisure Suit Larry III	Sierra
Life and Death	Mindscape
Liverpool	Grandslam
Loom	Lucasfilm
Lord of Chaos	Blade
Lords of the Rising Sun	Cinemaware
Lost Patrol	Ocean
M1 Tank Platoon	Microprose
Matrix Marauder	Psygnosis
Midwinter	Microprose
Mind Power	Gremlin
Mirror of Death	Audiogenic
Monopoly	Mastertronic
Monty Python	Firebird
Myth	System 3
Nightbreed	Ocean
Ninja Spirit	Software Studios
Ninja Warriors	Mastertronic
No Second Prize	Thalion
Oanic Stations	Gremlin
Oriental Games	Microprose
Pinball Magic	US Gold
Plexu	Newline
Pool of Radiance	SSI
Project Stealth	Microprose
Ramrod	Gremlin
Rat Pack	Microprose
Resolution 101	Logotron
Rick Dangerous II	Microprose
Rotox	US Gold
S.T.U.N. Runner	Domark
Saint Dragon	US Gold
Shadow of the Beast	Psygnosis
Sim City	Maxis/Infogrames
Skidz	Gremlin
Sleepheed	Sierra
Soldier 2000	Artronic
Sphericule	US Gold
Spindizzy II	Electric Dreams
Star Trek V	Mindscape
Starflight	EA
Starlord	Microprose
Stryx	Psygnosis
Survivor	Microprose
Sword of Aragon	SSI
Sword of the Samurai	Microprose
Take-em-Out	Artronic
Tank	Spectrum Holobyte
Team Yankee	Empire
Terramis	Thalion
Test Drive II + 3 scenery disks	Accolade
The Colonels Bequest	Sierra

The Last Ninja II	System 3
The Last Ninja III	System 3
The Punisher	The Edge
Theme Park Mystery	Imageworks
Third Courier	Accolade
Track Attack	US Gold
Transmuter	Infogrames
Tusker	System 3
UMS II	Microprose
UN Squadron	US Gold
Uncanny X-men	The Edge
Vendetta	System 3
Vette	Spectrum Holobyte
Vigilante	US Gold
Warhead	Electric Dreams
Warp	Thalion
Whizz!	Logotron
Wings of Fury	Broderbund

Researched and compiled by  
 The Wanderer  
 Columbus, Ohio  
 March 10, 1990

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> CPU NEWSWIRE CONFIDENTIALâ ¢ Sayin' it like it is.....  
 =====

Sunnyvale, CA. \*\*\* ATARI FINANCES RECOVERING, NEW LYNX, PORTFOLIO DUE \*\*\*  
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Atari's future appears brighter now than they a year ago at this time as it prepares to offer new versions of its laptop and hand-held game units, and says supplies of the units are increasing. Net income was \$5.7 million in the fourth quarter. Compare this to the loss of \$97 million during the same quarter last year. The company says income from continuing operations was \$5.8 million or 10 cents per share on sales of \$170.6 million for the quarter ended Dec. 31, 1989. This compares with income of \$9.3 million on sales of \$152.6 million for the fourth quarter ended Dec. 31, 1988. During the year as a whole, sales amounted to \$423.6 million, slightly down from 1988's \$452.2 million. Net income was \$4 million for the year as compared to a loss of \$84.8 million or \$1.46 per share for the year ended Dec. 31, 1988. The company says the results reflect growth in Atari ST and Atari PC4 MS-DOS-compatible product lines, and in initial shipments of the new hand-held Portfolio computer and Lynx hand-held color video game machine. The company attributes the total sales decline to slower sales of the traditional video game line, not the Lynx. And European markets were said to outperform all other markets in

both computers and video game sales.

Sam Tramiel, president and chief executive officer, said this in the press announcement, "For Atari, 1989 was a transition year. It witnessed the introduction of a new generation of hand-held machines -- the Lynx and Portfolio and, the disposition of an extraneous business segment. For 1990, Atari is fully committed to regaining market share in the video game sector with products like the Lynx, increasing our market share in the personal computer sector with products like the Atari STE, and maximizing our opportunity in the hand-held or palmtop computer business with Portfolio."

One obstacle in the way of maximizing opportunity in the video game arena is the slow production of Atari Lynx hand-held video game units. Greg Pratt, Atari spokesman, tells Newsbytes that supply is improving. "At this point we no longer have the same manufacturing constraints we had previously. We are confident that we will be able to have sufficient productive capacity in place to accommodate next fall's selling season," says Greg Pratt, Atari's chief financial officer, to Newsbytes.

Atari won't disclose exact figures on the numbers shipped versus numbers ordered, but Pratt says the company is expected to sell every Lynx it gets by the end of the quarter, March 31.

The problem is the screens, which come from Japan's Citizen. While the unit was designed in the U.S., the Lynx screen is manufactured by the giant Citizen company in Japan. The complete Lynx units are then assembled in Japan and sold both there and in the U.S. The sluggish supply of the Lynx's unique screens are the reason for the trickling supply of the popular hand-held game units. Atari expects supply to increase sufficiently by the second quarter of this year and plans to announce that the Lynx will be shipped to Europe, as well as the U.S. and Japan.

- Sunnyvale, CA.  
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\*\*\* ATARI TO BLOW MINDS AT CEBIT! \*\*\*

Atari will exhibit at the CeBit computer show in Hannover, West Germany this month. The company is expected to introduce a NEW VERSION of the PORTFOLIO COMPUTER which will have A BIGGER SCREEN and LARGER MEMORY and a better compatibility curve in more than one area. Additionally, it is strongly indicated that there will be a MEGA STE 1 on display at this show. Also mentioned was the strong possibility of a REVAMPED LYNX appearing. Atari is planning to disclose a great deal more at their press conference on the 21st of March.

- Sunnyvale, CA.  
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\*\*\*\*\* HOTZBOX IS NATIONAL TV CELEBRITY \*\*\*\*\*

Featured last week on NATIONAL TV was the all too familiar, HotzBox we have been reading and about. (NAMM '89) Well, congrats to Interlink Inc. the folks who make the HotzBox! They have gotten National coverage of both Jimmy Hotz, the HotzBox. And thankfully the ATARI ST COMPUTERS were well represented on national tv.

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> AUA NEWS CPU/STR Featureâ ¢  
=====

Atari Users Association News

AUA IS GAINING MOMENTUM  
=====

by Derek C. Signorini

During the last several weeks, word of the Atari User's Association has been spreading throughout the Atari Userbase. User groups are just now beginning to gain interest of the AUA, and manufacturers are curious as well. As more information about the AUA hits the streets, more and more people begin to ask questions. The AUA is gaining momentum.

Both Tony Parry and myself are in the process of contacting as many vendors as we can concerning the AUA drive and goals. We have been briefing them on the AUA movement, and to date, the response has been encouraging. This is important for two reasons: First, if the manufacturers begin to see that there is genuine unity in the ST marketplace, they are going to be more willing to devote more time and money for the ST market. Second, when the manufacturers become involved, then the entire userbase begins to prosper.

As you know from my last article, Tony Parry was appointed to Public Relations Director for the AUA. I can honestly say that his appointment to this position was by far a very good decision. In the next few weeks, Tony will begin to focus on the vendors and distributors. He will also begin to show his face a little more here in CPU Online and on the online services. He is a very valuable asset, and I am confident that Tony will provide the punch that the AUA needs to be launched as the premiere user support group in the Atari Community.

News from down-under. Jon Clarke, the AUA's International Public Relations Director has been busy spreading the news of the AUA in New Zealand and Australia as well as in Western Europe. The AUA will be a phenomenal success there if the response we have had continues. Atari Australia has recognized our efforts and is supporting the AUA and its cause.

Thank you, Alistair Champion, Atari Australia Representative, for your encouragement. I also want to mention that Jon was busy moving the past few weeks, and I hope that he is now settled and ready to get moving!!

User group shows. Tony and I will be attending the Pittsburgh Atari Computer Enthusiasts AtariFest 1990 in Pittsburgh on April 27-28. We hope that if you can make the show, to stop in to see us. More information on

the P.A.C.E. show will follow in a few weeks. Also, we have not made any confirmations yet, but we hope that the W.A.A.C.E. show in Washington DC will be one of our stops. Other plans are currently in the making, and I will keep you posted on those plans.

This week I bring to you the AUA Charter which is more or less the commandments of the Atari User's Associations. The Charter will be a guideline of AUA involvement and activities in the Atari Community. Hopefully the Charter will help to paint a better picture of what the AUA means to Atari users, vendors, manufacturers, and developers. Because the AUA is still very young, I will be adding and constantly changing the Charter. Also, if anyone has any more suggestions on how the AUA can help you, then please contact me at the e-mail addresses listed below. I am still in the process of getting a phone number where I can be reached, so please be patient on that...(my wife can't see us having 3 telephone lines coming into the house...and I keep saying, "but honey, it will be nice for the kids." Then she reminds me that we do not have any children...)

Thank you all for your support. Remember that news of the AUA can be found first here in CPU Online. Keep the letters rolling in!

Derek C. Signorini  
AUA Coordinator

GENie: DC.SIGNORINI  
CIS : 72327,1060  
FNET : node #19, DC Signorini  
FIDO : 1:129/96.2, DC Signorini

\*\*\*\*\*  
The Official Charter of the Atari User's Association  
Amended 03/01/90  
\*\*\*\*\*

#### PURPOSE

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The Atari User's Association, or AUA, is an organization formed to unite the Atari ST community under one common name thus giving the Atari community collective bargaining power and a central source of information and support. It is my belief that the Atari Community is in need of a central organization and that an organization of this type will help to better promote the Atari line of computers.

#### GOALS

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- 1) To promote the Atari ST computer and every aspect of its use.
- 2) To unite the entire community as one world wide user group comprising individual users, user groups, and user group members. In no way shall the AUA attempt to take over any said group but shall only help to strengthen user group

participation by encouraging Atari Users to join local user organizations. Each individual Atari user will be granted membership in the AUA provided he/she fills out the AUA application at least once per year and must provide the AUA council any change of address at the user's earliest convenience. Each user group that wishes to be recognized by the AUA must file a completed membership application with the AUA initially and once per year. In addition, as a user group, you must provide a complete membership list to including mailing addresses so that the AUA can contact as many people in the community as possible. This information will also allow the AUA to better provide the user base with statistical information and will allow open communication between members of the AUA.

- 3) To encourage software and hardware development for the Atari ST by supporting developers and their efforts. The AUA will inspire manufacturers to continue marketing products for the ST user and will attempt to convince these manufacturers that there exists a very receptive population of potential customers in the ST community who are very eager for new and innovative products.
- 4) To support and promote shareware software development and to encourage independent software developers to continue in their efforts. The AUA will encourage all of it's members and the entire ST community to register the shareware that they use and to help support the shareware authors.
- 5) To combat software piracy. In no way shall the AUA tolerate the practice of software theft, or piracy. Software piracy hurts you, me, and the life of the Atari ST. Software piracy destroys the software industry. Without the software industry, the Atari ST will die. Period.
- 6) To become a vast source of information for the Atari ST community including user group listings, BBS listings, shareware library listings, and product listings. The AUA will also conduct software demo distributions for a fee which covers the cost of the disk and postage. This practice will allow the user to confidently purchase more software and thus spur more software development for the Atari ST. User group listings will provide an ST user with information of user groups in his/her area and will encourage users to join these support groups. BBS listings will also help the user to locate other sources of information for his/her computer. A shareware library will be started so that authors may deposit their shareware in the library for others to use. Shareware will also be registered and a complete list of all titles in the library will be provided to the ST users. The AUA will thus help promote the use of shareware and will hopefully encourage users to send in their registration fees.
- 7) To become a leader in the Atari ST community by encouraging its members and other users to support all of the items listed above as an individual ST user, an individual as a member of a user organization, a user organization, a software/hardware developer, a dealer, and lastly a publisher. Our goal is to have everyone participate in the AUA no matter what type of Atari enthusiast you are. What ever walk of life you fall into, the AUA will

The information in this charter is amended almost every day. Something new develops... I'll add it here. This is due in part to all of the positive feedback that I am receiving. Thank you all for your support!!

----- Clip Here -----

SUPPORTING THE REVOLUTION

[illegible]

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OTHER PERIPHERALS\_\_\_\_\_

EMULATORS IN USE: \_\_\_\_\_



=====  
Primary                    Use                    of                    your                    Atari  
Computer: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

=====  
If you are a member of a User Group, Please fill in:  
UG Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_ Country \_\_\_\_\_  
  
BBS # \_\_\_\_\_ No. of Members \_\_\_\_\_  
President's Name: \_\_\_\_\_ Phone: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
  
Comments: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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